**Sprint Review and Retrospective**

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It is the purpose of this review that we understand what went right and what went wrong with the development of the SNHU Travel website so that we are better equipped to handle the next product development. With that being said, everything within this review is for the betterment of the team and not to be taken incorrectly.

In terms of development, I believe that everyone exceeded in their roles. Starting from the beginning, the product owner was able to receive clear instructions from the customer. Those instructions were relayed to myself and the rest of the team in a well organized and understandable manner. Even when the customer changed their mind about the types of destinations that should be featured, he effectively delivered the new instructions and allotted ample time to implement the changes. As for myself as the SCRUM master, I believe that, while there are improvements that could be made, the daily and weekly meetings were held effectively and the implementation of the item board assisted with time management as well as keeping everyone on track. We saw great work from the development team. The original design was well created, leaving little feedback from testers about improvements and alterations. When the focus of the project shifted, the development team was able to quickly and effectively shift the destinations from general travel to those focusing on mental health and rehab with little effort. Though it can be stressful to have such changes thrown in so late in development, their quick response ensured that our timetable was still met. Our testers were quick to respond to development, running tests as each section was developed and relaying feedback quickly. The after development tests were effective in finding issues and a highly detailed report was constructed and communicated so that changes could be made as soon as possible.

The use of the agile method in development was a great boon to the development of the SNHU Travel website. Unlike waterfall, agile not only provided us with the team structure that we used in development, but also allowed the developers to take the itemized and budgeted sections of code, divided amongst themselves. This not only allowed for the team to take, important, mental breaks while also maintaining great time management, but also allowed for issues to be addressed during development and left the code without the general bloat that the waterfall method would have. This was the most evident with the customer shift in destinations. Had we used waterfall, the issue would not have been addressed until the end of the first round of development as that section had already been completed. This would have greatly extended the amount of time development would have taken as the team would have to finish the product, testers would have already begun, and then the customer adjustments would have been made followed by another round of testing. Because we used agile, we were able to skip half of those steps. The team was able to make the required adjustments and testers ran the required tests before development completed, resulting in the deliverance of the product within the allotted time frame.

Communication among all members was effective in development. After meeting with the customer, the product owner compiled a well written itemization of the product specifications. Upon receiving this report, I feel that the initial meeting I held was effective in addressing the team and making it clear what needed to be done, how we would operate, and the time that we had to complete the project. Our weekly and daily SCRUM meetings were a great use of time as it allowed each of us to get together to ensure that we were all on the same page. It also allowed the team to bring up any concerns they had to me so that I could address them as best I could. This communication that took place over the course of development was essential in the management of time and allowed us to deliver a well designed and completed project.

The item board was, in my opinion, the most effective tool used. While we will implement the use of a digital variation for the next project so that everyone is able to see each item and who is working on them as well and update as needed from anywhere, the board in it’s current use was just as effective at allowing each member of the team to be on the same page. Seeing who is working on what items allowed for the team to ensure they are not overlapping their work with anyone else’s. This was of great aid in maintaining proper time management and effective programming.

While I have addressed this a few times in this review, let’s focus on the use of agile momentarily. The implementation and use of the agile method allowed for the team to be flexible in development. As changes arose, the team was able to adapt as needed. Though agile can be complex and requires a set, consistent team, agile was the correct choice for our development.